

The Official Comic Book Magazine #3 - Fall 1998

In this issue:

- "Wolf Hunt" Raccoon City College is terrorized by a shadowy killer. Can Jill Valentine save the day?
- "Danger Island" Paradise turns into a hellish nightmare when the G-virus infects a tropical island.
- "Dead Air" In Part One of this continuing story, Chris, Barry, and Jill head to Europe in search of Umbrella HQ.
- An interview with Resident Evil Producer Shinji Mikami.
- The debut of our "Reader's Art Gallery" and letters page.
- "The Resident Evil Files" The first installment of our special sourcebook section features character profiles of Chris and Claire Redfield.

Credits:

Based on characters and situations from the Capcom video games Resident Evil and Resident Evil 2

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For Capcom Co., Ltd.: General Manager, Multimedia Business Department Research and Development Division -Kenichi Tanaka

For Entertainment Licensing Associates; President - Dan Kletzky Director of Licensing and Business Affairs -Marc Mostman

For Image Comics: Executive Director -Larry Marder

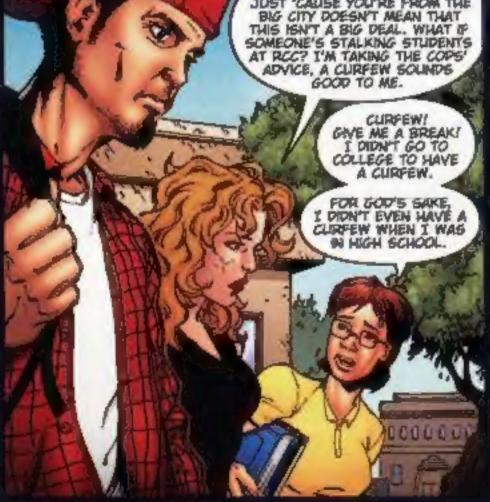
For WildStorm Productions: CEO and Publisher - Jim Lee President - John Nee Director, WildStorm Creative Solutions - Kris Oprisko

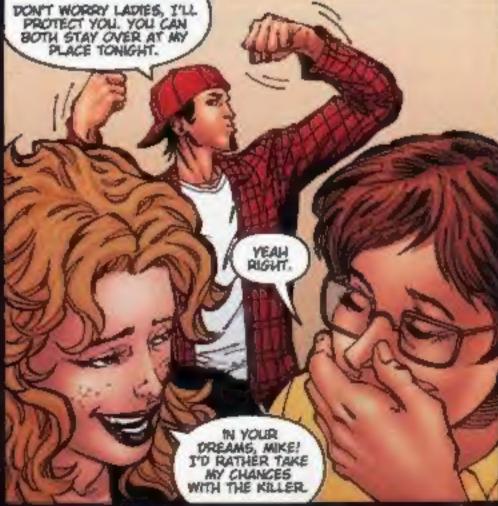
Cover illustration by Jim Lee

Correction: Resident Evil #2 cover illustration by Carlos D'Anda and Mark Irwin

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ATER THAT NIGHT ... I DON'T KNOW BARRY, IT SEEMS PRETTY QUIET, KEEP FOCUSED, JILL. YOU ALWAYS
WORRY TOO MUCH
BARRY. WHAT CAN GO
WRONG? I'VE GOT
YOU TO PROTECT
ME, RIGHT? YOU KNOW IT! JUST GIVE ME THE WORD AND I'LL BE THERE IN A... THO HIT BARRY! BARRY, CAN YOU HEAR ME?

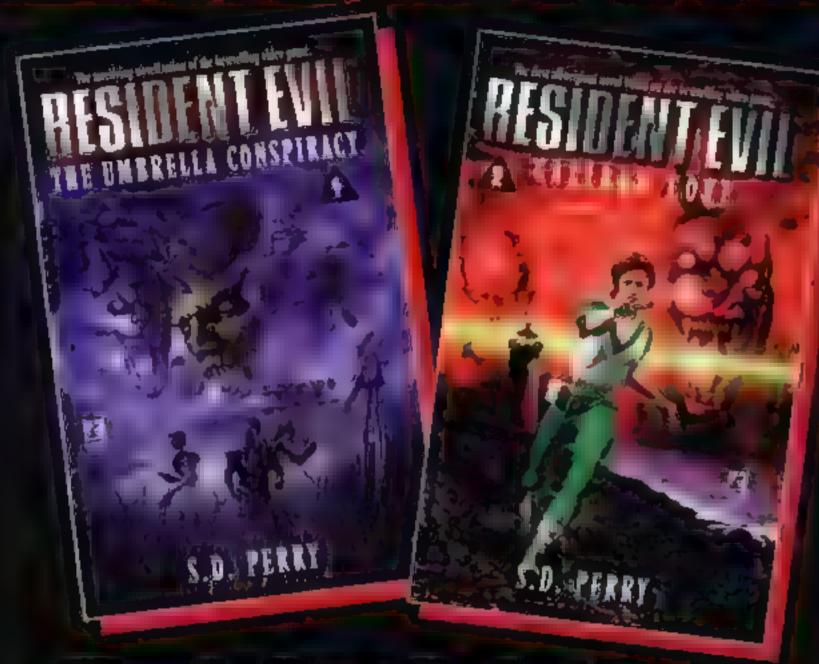








Itchy. Tasty. HIGH THE TENTON



Novels from Pocket Books.

AVAILABLE NOW

The world of survival horror just got bigger.

Note: Buy these books! They are muth thin 6 bucks each(6 books in all so far)aret think WILL scare you! - Senki-Akuma



PROTET BORES

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An Interview With Shinji Mikami

WS: Why do you think the Resident Evil vides.
gomes have become such huge international hits?

Mikami: I think it's because the game theme is terror. Torror can be perceived by everyone, and we have succeeded in generating an unprecedented level of terror. Players are in tense, cautious mode, fearing to move forward.

WSchoo and you decide on the storythme for Resident Evil 21

Mikami: It was jointly decided by Capcom and Flagship.
Flagship wasn't involved in Resident Evil & but they are responsible for the scenarios for RE2 and all future.
RE games.

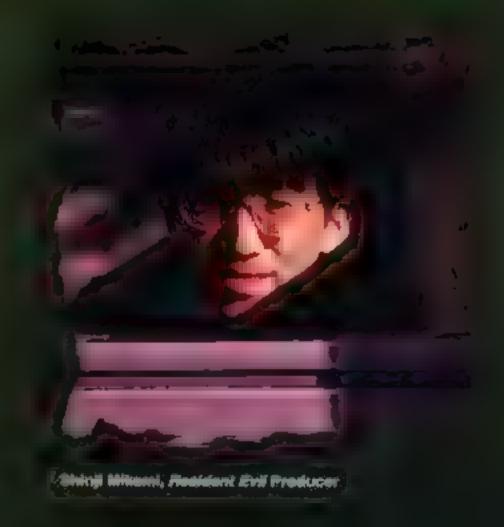


Resident Evil 2 (Tofu, for commule):
Whose Idea was this?

Mikami: We combined the ideas of the whole staff, so the idea doesn't belong to a specific staff member. We created the hidden games because we wanted the players to play the yame over and over. As for the Tofu character, he was used for checking while we were developing the game. We put arms and legs on Tofu, and thought it was very funny. We decided to adopt him for the game so the players could lough at him.

W5: Flow did you come up with the new creatures, like the Licker, that are featured in Resident Evil 21

Mikami: We all exchanged our opinions and Ideas to create the creatures.



WS: Are there algorificant differences between the Jepanese and U.S. versions of Resident Evil 2, as there were with RE1 [1]

Mikami: The U.S. version of RE2 is more difficult than the Japanese version. Also, there are "dying demos" in the U.S. version that were deleted in the Japanese version. A dying dome is a CG [computer generated] scene shown when the player dies (Game Over).

WS: How were the amazingly lifelike CG scenes filmed?

Mikami: First, using motion pictures and action figures, we made image widoes ishots of the figures from every angle to get standard images. Then, we used CG took to render back picture and convert the data for PlayStation.

WS: Will there be a Resident Evil 37 if an when will it be available?

Mikami: We do plan to make RES, but we don't know when:

Was Will we be seeing Jill and Chele from Resident Evil 1 again? Mikami: It hasn't been decided yet, but I would like to cast them in the future game.

It's not over yet! The interview with Producer Shing! hitten! continued tight after "Danger Island"!











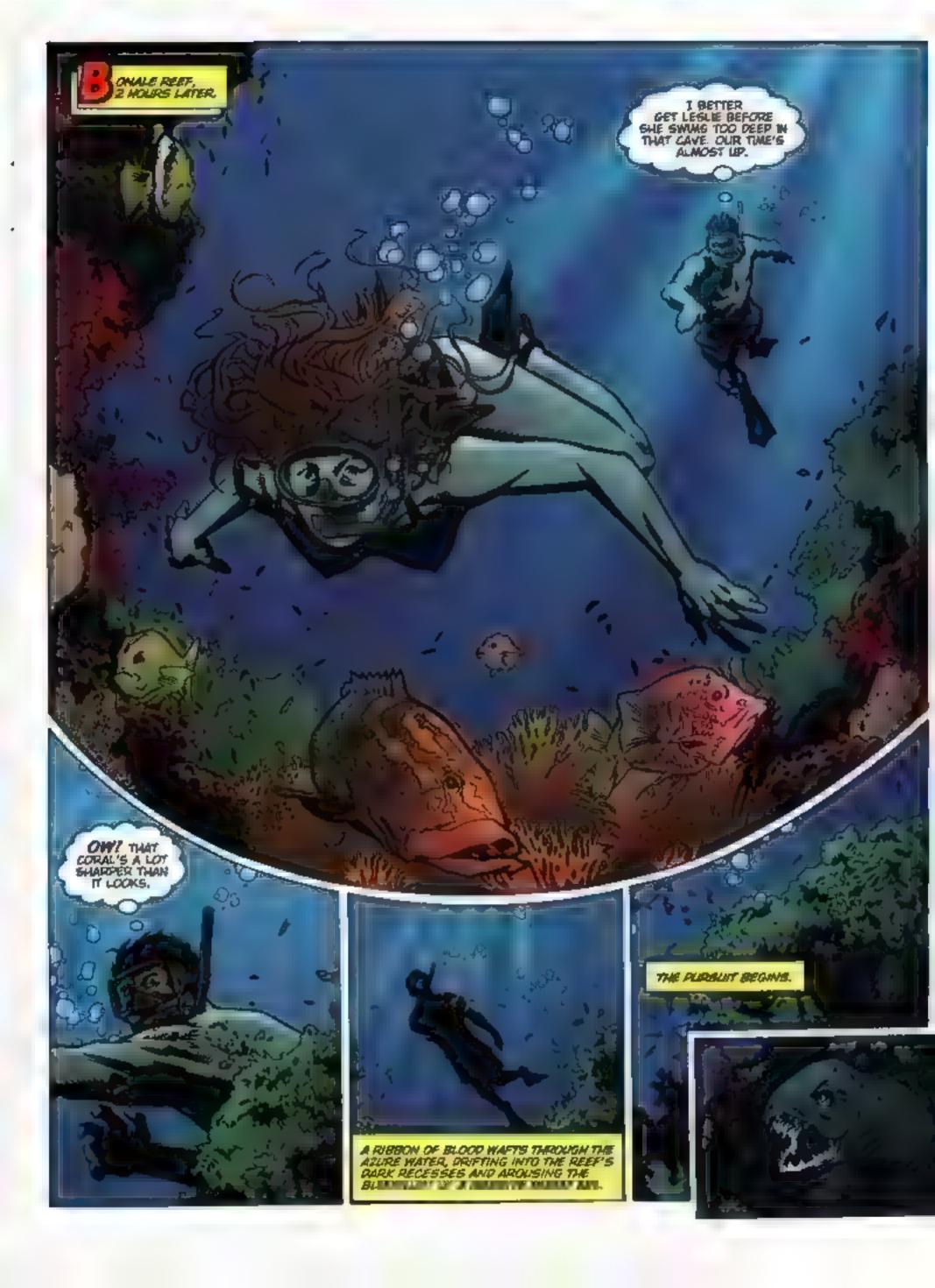




















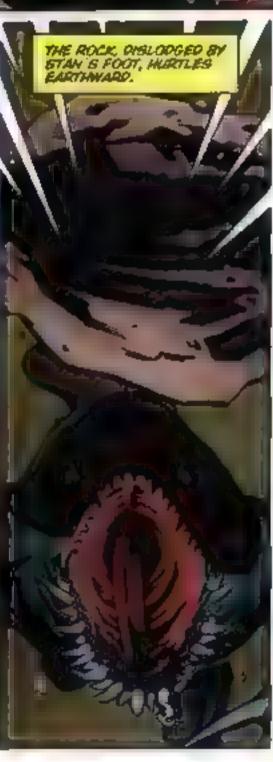


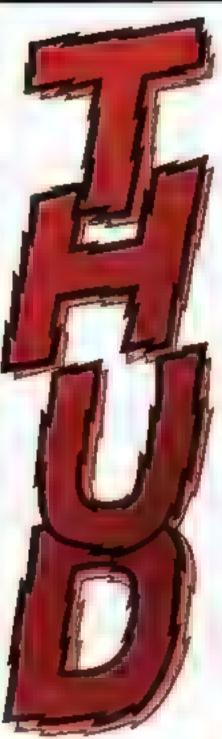
























































We're beck! Here's the conclusion to:

An Interview With Shinji Mikami

Resident Evil Producer



Producer Ching Millers dolly ned Director Histoli Kamiya

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WS: Will there be new promise featured in RE3 (

classified...

Mikami: That hasn't been decided.

WS: What are your influences? Movins? Books? Magazines? Music?

wary year; I've watched most of the movies featuring zombies. I want featuring the classical music. I want feature. I want feature.

WS: How many people work on the RE games?

Mikemi: 60 people en REI, 50 people en RE2.

WS: What is your current processional.

Mikami: | graduated from Doshisha University (one of the traditional private universition located in Kyoto). Department of Commercial Science. | majored in the study of merchandise. As a club activity, I participated in kendo and kasate. I joined Capcon eight years ago. I was involved in the development of Aladdin and Goof Troop for Super Famicon; and Roger Rabbit for Game Boy.

Was Did you play video games when you were growing up?

Mikami: I didn't play video games when I was little; I played outside instead. The first game i played was Space invaders, when I was in junior high school. I played it four or five times at a coffee shop. When I was 20, I started playing video games.

To the readers:

will be making other games in addition to Resident Evil, so please give as supports

Best regards,
Shinji Mikami
Resident Evil Producer



Reader's Am Eallery



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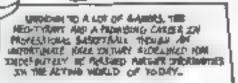


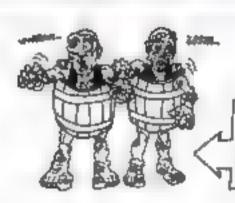
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Art by Brian Sorkener

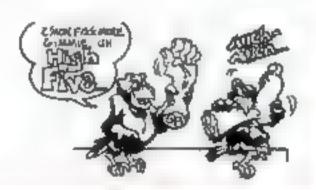






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BARRY JILL. I'M GLAD YOU GOT MY MESSAGE. I'VE BELLINING FOR YOUR CALL, CHRIS. I STALL CAN'T BELIEVE WHAT WE SAW IN THAT I KNOW WHAT YOU MEAN, JILL, I THOUGHT I WAS GOING CRAZY ** ""GEE "LOCK DOWN," "SEE "DANGEROUS SECRETS," RESIDENT EVIL OF RESIDENT EVIL 02 YOU'RE NOT CRAZY, BARRY WHAT HAPPENED TO US WAS REAL, AND WE'RE THE ONLY ONES THAT CAN STOP IT FROM HAPPENING AGAIN. THE PROBLEM IS, LIMBRELLA'S HEADQUARTERS IS SOMEWHERE IN EUROPE AND OUR LIMBRELLA'S STILL WORKING ON A VARIATION OF THE T-VIRUS, AND LINLESS WE STOP 'EM, THE ENTIRE JURISDICTION ENDS WHEN WE LEAVE THE U.S. SO WE'RE GONNA GO UNDERCOVER, DEEP LINDERCOVER. WITH ZOMBIES. YOU CAN COUNT ON ME, CHRIS WHERE DO YOU WANNA START? CUR PIRST STOP WILL BE LONDON. THIS MISSION IS BEING FUNDED BY A AND THEY'VE ALREADY GOT SOMEONE IN PLACE. YEAH, ALL RIGHT, I ALWAYS WANTED TO ARE YOU IN, BARRY? SEE A LITTLE POYALTY. TED ADAMS CARLOS D'ANDA MARK IRWIN STORY PENCILS AD A WILDSTORM FX AMIE GRENIER KRIS OPRISKO

LETTERS

EDITS 1















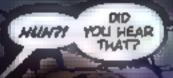














HELPI THEY LIKE ZOMBIES!



















Age: 25
Blood Type: 0
Height: 5'10 ½"
Weight: 177 lbs.

After Chris Redfield was kicked out of the Air Force, he became a drifter. But then Barry Burton found him and recruited him for the newly formed S.LA.R.S. squad. Chris was sent to prove himself in the small Raccoon City S.LA.R.S. unit. He is a fough, fearless, "take charge" kind of guy, with a strong intellect, great vitality, and an iron will. He's ready to take on any adversary that comes his way.

Claire Bellield

Age: 19 Blood Type: 0 Height: 5'6" Weight: 116 lbs.

Claire Redfield came to Baccoon City to investigate the mysterious disappearance of her older brother, Chris Badlield. She is a modern woman — intelligent, perceptive, articulate, and worldly. She is also something of a wild pirt. Self-confident and daring, Claire is typically the first person to try things many others would not. Claire is highly opinionated, sarcastic, and a bit of a tombay, but she does possess pentler, more feminine qualities. She is affractive, lighthearted, and optimistic, and she softens considerably when she deals with children.



Meet The Crew That Brings Resident Evil To You!

Ted Adams (writer)
Resident Evil
Spawn Movie Adaptation

Kris Oprisko (writer) Resident Evil Future Cop: L.A.P.D.

Lee Bermejo (penciller)

Resident Evil

C•23

The Team:

Carlos D'Anda (penciller)

Resident Evil

Spawn Movie Adaptation
WildC.A.T.s: Covert Action Teams

Ryan Odagawa (penciller) Resident Evil Savant Garde

Mark Irwin (inker) Resident Evil Spawn Movie Adaptation

John Tighe (inker) Resident Evil Backlash

Appearing At These Locations:

Saturday, November 7
12 P.M.-2 P.M.
Mile High Comics
12591 Harbor Blvd.
Garden Grove, CA 92840
(714) 741-2096
www.milehighcomics.com

Wednesday, November 11 4:30 P.M.-7 P.M. Comics-N-Stuff 3148 Midway Drive San Diego, CA 92110 (619) 222-8908 Saturday, November 14
2 P.M.-4 P.M.
Golden Apple
7711 Melrose Avenue (near Fairfax)
Los Angeles, CA 90046
(323) 658-6047
www.goldenapplecomics.com

Wednesday, November 18 3:30 P.M.-6:30 P.M. Sky High Comics 273-C South Rancho Santa Fe Rd. San Marcos, CA 92069 (760) 471-0448 Saturday, November 21
Starting at 2 P.M.
Hi De Ho Comics and Fantasy
525 Santa Monica Blvd.
Santa Monica, CA 90401-2409
(310) 394-2820
www.hideho.com

Saturday, December 5
2 P.M.-4 P.M.
Artifex
11658 Carmel Mountain Rd. Ste. *134
San Diego, CA 92128
(619) 487-0589
artifex@cts.com

